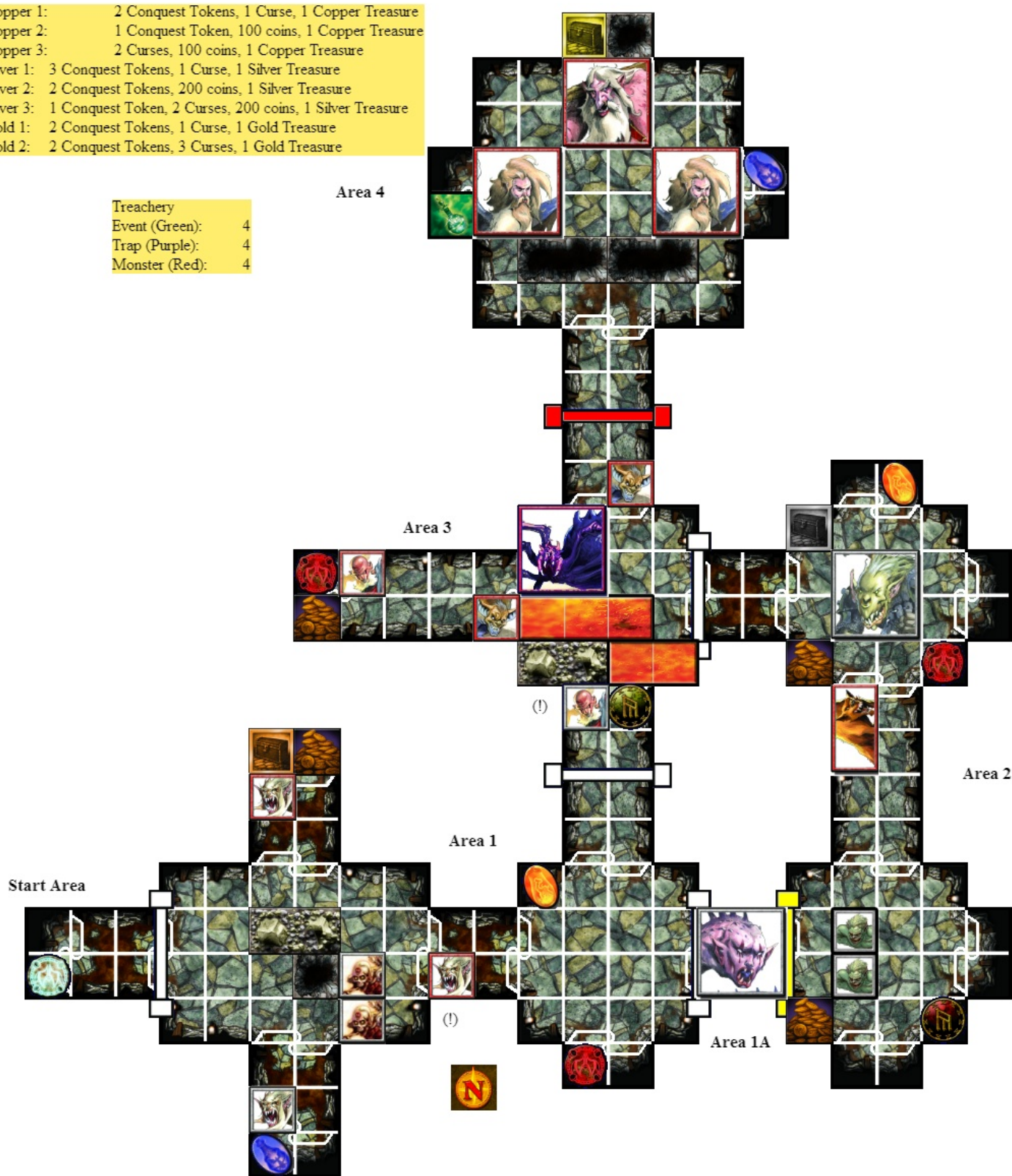


Copper 1: 2 Conquest Tokens, 1 Curse, 1 Copper Treasure
 Copper 2: 1 Conquest Token, 100 coins, 1 Copper Treasure
 Copper 3: 2 Curses, 100 coins, 1 Copper Treasure
 Silver 1: 3 Conquest Tokens, 1 Curse, 1 Silver Treasure
 Silver 2: 2 Conquest Tokens, 200 coins, 1 Silver Treasure
 Silver 3: 1 Conquest Token, 2 Curses, 200 coins, 1 Silver Treasure
 Gold 1: 2 Conquest Tokens, 1 Curse, 1 Gold Treasure
 Gold 2: 2 Conquest Tokens, 3 Curses, 1 Gold Treasure

Treachery
 Event (Green): 4
 Trap (Purple): 4
 Monster (Red): 4



Into the Dark

By Christopher M. Park (Original by FFG)

This quest is an edited version of the official Quest 1 from Descent: Journeys in the Dark. While the FFG-designed original was a basic tutorial for inexperienced players, this version is a much more challenging affair for advanced players. For more quests in this series, visit <http://www.christophermpark.com/descent/>

Important: This quest requires the Well of Darkness and Altar of Despair expansions.

Scenario Background

You were sitting by the fire in the Salty Dog tavern enjoying a dowl of stew when an old man in a tattered robe approached you. Leaning heavily on his walking stick, he said, "I see great potential in you." Eyes glittering, he thrust a crumpled scroll towards you. "Here, take this map. It leads to a section of the dungeon ruled by the giant, Narthak. He is a dangerous foe, but there is great wealth to be won in his domain. Prove yourself by killing him and perhaps we'll meet again." With that, the old man hobbled out the front door, vanishing into the night.

Mission Goals

After journeying to the dungeon shown on the map, you prepare to descend into the depths. Your goal is to kill Narthak the giant while collecting as much treasure as possible. If you can reactivate some of the ancient glyphs of transport in the dungeon, all the better. You start with 5 conquest tokens. If you ever run out of conquest tokens, Narthak will have triumphed over you.

Area 1

At the center of this room is a large, covered well. The wooden covering is totting in places, and you see that the well itself is full of mud and slime. A pale green mist rises from the well and clings to the floor. You can hear the shuffling of several creatures approaching from the shadows.

The well emits a harmful gas that prevents heroes and monsters from using power dice in attacks when they are within two spaces of the well (the rubble does not block this effect). Any heroes and monsters within this area of effect gain the Poison ability while they remain in the area.

Note: The Master Beastman that is marked by a (!) is actually a Deep Elf.

Area 1A

A foul beast has been trapped in this alcove by prior adventurers. When you open the door it emerges, enraged.

When this area is revealed:

The Naga ambushes the heroes, and it becomes the Overlord's turn

immediately. This Naga is enraged; it has all the stats of a normal Naga, except that it always attacks with two extra black power dice.

Area 2

The ceiling slopes upwards to the east here, seemingly carved out of the rock with some enormous hammer and chisel. Chunks of rock litter the floor, and heavy footsteps echo in this area.

Note: The Ogre shown here is actually a Troll.

Area 3

An old stone pillar has fallen into a pool of lava, while cobwebs cover the floor. The ceiling rises high above, shrouded in webbing and darkness. You can hear the faint sounds of flapping and scratching coming from the darkness above.

This area is unnaturally dark; while within this area, the heroes' line of sight is reduced to five. The master razorwings here are protected by this darkness; they have three extra armor.

Note: The Sorcerer that is marked by a (!) is actually a Dark Priest.

Area 4

Towering before you is an imposing sight. Narthak the giant looms upwards in the shadows like a great tree, his eyes gleaming red as he peers down at you with disdain. "You have come here to die, heroes, and Narthak will bury you."

The master giant here is Narthak. He has the same statistics as an ordinary master giant except that his armor is 9, he has 8 extra wounds, and he has the Knockback ability.

Note: Substitute a normal manticores figure for one of the two master manticores called for in this room. The normal manticore figure still uses the stats of a master manticore.

If the heroes defeat Narthak:

With an unearthly howl, Narthak falls to the ground, mortally wounded. With his dying breath, he curses you. "This place will be your grave yet, heroes. Though you strike a thousand of us down, the giantkind are numberless, and sooner or later, one of us will triumph over the light."

The heroes gain 4 conquest tokens for killing Narthak. They have finished their quest.